ADDING MACHINE GAME

Organisation

This is a game for 2 - 4 players with one or more decks of cards. Remove the K, Q, J and Jokers. Ace = 1. This game would suit students from Year 2 - 7.

Rules

- 1. Shuffle the cards and deal out 10 cards to each player, face up.
- 2. Each player needs to find the total of their cards. This can be done by re-arranging the cards or grouping certain cards together to make 'compatible numbers'. Any arrangement that makes the adding task easier is allowed provided the correct total is obtained.
- 3. In turn, players then explain their groupings to the others in their group. If the other group members are satisfied that the total is correct, then this total is recorded.
- 4. For example, if Player One has cards **7**, **4**, **8**, **3**, **1**, **2**, **8**, **5**, **8**, **5**, **3**, **6**, he/ she may wish to group them like this:

Another way to group the cards is:

(8 + 8 + 4) and (7 + 3 + 6 + 3 + 1) and (2 + 5), making 20 and 20 and 7, so the total is 47.

Another way to group the cards might be:

(8 and 8) and (5 + 3) and (6 + 2) and (4 + 3 + 1) and 7, making 5 groups of 8 = 40 and 7, so the total is 47.

- 5. After everyone has explained their groupings and totals are recorded, the cards are shuffled and another round is dealt.
- 5. Players keep a progressive record of their score after each turn.
- 7. The winner is the first player to reach 200 or a nominated target.
- 3. This game can be varied by
 - having students play in pairs and working together;
 - varying the number of cards dealt in each round;
 e.g., deal out only 6 cards in each round;
 - varying the target number;
 - awarding one point, (a counter) to the winner of each round and the first player to reach five points is the winner.